This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1-33 (canceled).

Claims 34-64 (renumbered to 131-161).

Claim 65 (withdrawn): A gaming device comprising:

a path;

a fleeing element which moves along said path;

a chasing element which moves along said path;

a display device adapted to display said path, chasing element and fleeing element;

a predetermined proximity of said fleeing element from said chasing element;

at least one speaker;

a sound effect associated with said predetermined proximity; and

a processor for causing the display device to display said fleeing element moving a first random distance along said path and said chasing element moving a second random distance along said path, and causing the speaker to generate said sound effect when said chasing element is within said predetermined proximity from said fleeing element.

Claim 66 (withdrawn): The gaming device of Claim 65, which includes said processor causing the display device to display an audio-visual animation displaying said fleeing element and said chasing element moving along said path.

Claim 67 (withdrawn): A gaming device comprising:

a path;

a fleeing element which moves along said path;

a chasing element which moves along said path;

a display device adapted to display said path, chasing element and fleeing element;

a predetermined proximity of said fleeing element from said chasing element;

at least one speaker;

a sound effect associated with said predetermined proximity; and

a processor for causing the display device to display said fleeing element moving a first random distance along said path and said chasing element moving a second random distance along said path, and causing the speaker to generate said sound effect when said chasing element is outside of said predetermined proximity from said fleeing element.

Claim 68 (withdrawn): The gaming device of Claim 67, which includes said processor causing the display device to display an audio-visual animation displaying said fleeing element and said chasing element moving along said path.

Claims 69-115 (renumbered to 162-208).

Claim 116 (withdrawn): A method of operating a gaming device comprising the steps of:

(a)   displaying a path;

(b)   displaying a fleeing element;

(c)   displaying a chasing element;

(d)   moving said fleeing element a first random distance along said path;

(e)   moving said chasing element a second random distance along said path; and

(f)   generating a sound effect when said chasing element is within a predetermined proximity from said fleeing element.

Claim 117 (withdrawn): A method of operating a gaming device comprising the steps of:

(a)   displaying a path;

(b)   displaying a fleeing element;

(c)   displaying a chasing element;

(d)   moving said fleeing element a first random distance along said path;

(e)   moving said chasing element a second random distance along said path; and

(f)   generating a sound effect when said chasing element is outside a predetermined proximity from said fleeing element.

Claims 118-130 (renumbered to 209-221).

Claim 131 (currently amended): A gaming device comprising:

a target;

a plurality of non-targets including at least two non-targets which have different proximities are each a same predetermined proximity from said target;

a display device adapted to display said target and non-targets;

at least one speaker;

a plurality of different sound effects sound effect associated with said different proximities predetermined proximity; and

a processor operable to control a game upon a wager by a player, for causing selection of said target or one of the non-targets, and causing said speaker to generate generate:

(a) one of the said sound effects effect when one of the non-targets within one of said different proximities predetermined proximity from said target is selected; and selected.

(b) another one of the sound effects when another one of the non-targets within another one of the different proximities from said target is selected.

Claim 132 (currently amended): The gaming device of Claim 131, wherein the non-targets which are within the different proximities ~~said predetermined proximity~~ from said target are spatially related to said target.

Claim 133 (currently amended): The gaming device of Claim 131, wherein the non-targets which are within said predetermined proximity from said target are numerically related to said target.

Claim 134 (currently amended): The gaming device of Claim 133, wherein at least one non-target within the different proximities ~~said predetermined proximity~~ from said target is located numerically above said target, and a different one of the non-targets ~~at least one non-target~~ within a different one of the proximities ~~said predetermined proximity~~ from said target is located numerically below said target.

Claim 135 (currently amended): The gaming device of Claim 131, wherein one of the sound effects ~~said sound effect~~ includes a message describing the location of said target relative to the selected non-target.

Claim 136 (previously presented): The gaming device of Claim 131, wherein the plurality of non-targets includes at least one non-target which does not have an associated sound effect.

Claim 137 (previously presented): The gaming device of Claim 131, wherein said processor provides an award to a player when said target is selected.

Claim 138 (currently amended): The gaming device of Claim 137, wherein said processor causes the speaker to generate a ~~second different~~ sound effect associated with the award when said target is selected.

Claim 139 (currently amended): The gaming device of Claim 138, wherein said processor causes the speaker to generate a third different sound effect when said award is provided to the player.

Claim 140 (previously presented): The gaming device of Claim 131, wherein the target or one of the non-targets is processor selected.

Claim 141 (previously presented): The gaming device of Claim 131, wherein the target or one of the non-targets is player selected.

Claim 142 (currently amended): A gaming device comprising:

a game operable upon a wager by a player;

a target;

a plurality of non-targets including at least two non-targets which are located at different distances ~~each within a same predefined distance~~ from said target;

a display device adapted to display said target and non-targets;

means for selecting said target and non-targets;

a plurality of different sound effects ~~at least one sound effect~~ associated with said different distances; ~~predefined distance; and~~

means for generating a first one of the sound effects ~~the sound effect~~ during said game when the selecting means selects one of the non-targets which is located at one of the different distances ~~within said predefined distance~~ from said target; and ~~target.~~

means for generating a second one of the sound effects, different from the first sound effect, during said game when the selecting means selects another one of the non-targets which is located at another one of the different distances from said target.

Claim 143 (currently amended): The gaming device of Claim 142, wherein one of the sound effects ~~said sound effect~~ includes a message describing a ~~the~~ location of said target.

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cont

Claim 144 (previously presented): A gaming device comprising:

a target;

a plurality of non-targets including at least two non-targets which are each a same first predetermined proximity from said target and including at least two non-targets which are each a same second predetermined proximity from said target;

a display device adapted to display said target and non-targets;

at least one speaker;

a first sound effect associated with said first predetermined proximity;

a second sound effect, which is different from the first sound effect, associated with said second predetermined proximity; and

a processor operable to control a game upon a wager by a player, for causing selection of said target or one of the non-targets, and causing the speaker to generate said first sound effect when one of the non-targets within said first predetermined proximity from said target is selected, and to generate said second different sound effect when one of the non-targets within said second predetermined proximity from said target is selected.

Claim 145 (previously presented): The gaming device of Claim 144, wherein the target or one of the non-targets is processor selected.

Claim 146 (previously presented): The gaming device of Claim 144, wherein the target or one of the non-targets is player selected.

Claim 147 (currently amended): A gaming device comprising:

a target;

a plurality of non-targets having a plurality of different proximities to the target;

a display device adapted to display said target and non-targets;

at least one speaker;

a plurality of different sound effects associated with the different proximities of the non-targets to the target; and

a processor operable to control a game upon a wager by a player, for causing selection of said target or one of said non-targets, causing the speaker to generate a first sound effect associated with one of the proximities and randomly chosen from said sound effects when one of said non-targets is selected, and causing the speaker to generate a different sound effect associated with a different one of the proximities and randomly chosen from said sound effects each time one of said non-targets is selected.

Claim 148 (previously presented): The gaming device of Claim 147, wherein the target or one of the non-targets is processor selected.

Claim 149 (previously presented): The gaming device of Claim 147, wherein the target or one of the non-targets is player selected.

Claim 150 (currently amended): A gaming device comprising: ~~comprising;~~

a target;

a plurality of non-targets having a plurality of different proximities to the target;

a display device adapted to display said target and non-targets;

at least one speaker;

a plurality of different sound effects associated with the different proximities of the non-targets to the target; and

a processor operable to control a game upon a wager by a player, for causing selection of said target or one of the non-targets, causing the speaker to generate a first sound effect associated with one of the proximities and chosen from said sound effects when one of said non-targets is selected, and causing the speaker to generate a second different sound effect associated with a different one of the proximities and chosen from said sound effects when a different one of the non-targets ~~the same non-target~~ is selected.

Claim 151 (previously presented): The gaming device of Claim 150, wherein the target or one of the non-targets is processor selected.

Claim 152 (previously presented): The gaming device of Claim 150, wherein the target or one of the non-targets is player selected.

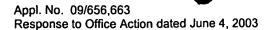Claim 153 (currently amended): A gaming device comprising:

a target;

a plurality of non-targets having a plurality of different proximities to the target;

a display device adapted to display said target and non-targets;

at least one speaker;

a sound effect a plurality of different sound effects associated with the different proximities of the non-targets to the target;

a predetermined number of times associated with the non-targets; and

a processor operable to control a game upon a wager by a player, for causing selection of said target or one of the non-targets, counting the number of times one of the non-targets is selected, and upon reaching said predetermined number, causing the speaker to generate generate:

(a) one of said sound effects effect when one of the non-targets is selected; and selected.

(b) another one of the sound effects associated with a different one of the proximities when another one of the non-targets is selected.

Claim 154 (previously presented): The gaming device of Claim 153, wherein the target or one of the non-targets is processor selected.

Claim 155 (previously presented): The gaming device of Claim 153, wherein the target or one of the non-targets is player selected.

Claim 156 (currently amended): A gaming device comprising:

a target;

a plurality of non-targets including at least two non-targets which ~~are~~ have a plurality of different proximities ~~each a same predetermined proximity~~ from said target;

a display device adapted to display said target and non-targets;

at least one speaker;

a plurality of different sound effects ~~a sound effect~~ associated with said different proximities; ~~predetermined proximity;~~

a predetermined number of times associated with each of said proximities; ~~predetermined proximity from said target;~~ and

a processor operable to control a game upon a wager by a player, for causing selection of said target or one of the non-targets, counting the number of times one of the non-targets within said predetermined proximity from said target is selected, and upon reaching said predetermined number, causing the speaker to ~~generate~~ generate:

(a) one of said sound effects ~~effect~~ when said processor selects one of the non-targets within one of said proximities ~~predetermined proximity~~ from said target; and ~~target.~~

(b) a different one of the sound effects when said processor selects a different one of the non-targets within a different one of the proximities from said target.

Claim 157 (previously presented): The gaming device of Claim 156, wherein the target or one of the non-targets is processor selected.

Claim 158 (previously presented): The gaming device of Claim 156, wherein the target or one of the non-targets is player selected.

Claim 159 (currently amended): A gaming device comprising:

a target;

a plurality of non-targets including at least two non-targets which ~~are~~ have a plurality of different proximities ~~each a same predetermined proximity~~ from said target;

a display device adapted to display said target and non-targets;

at least one speaker;

a first sound effect associated with one of said proximities; ~~predetermined proximity;~~

a second sound effect, which is different from the first sound effect, associated with another one of the proximities; ~~said predetermined proximity;~~

a predetermined number of times associated with each of said proximities; ~~predetermined proximity from said target;~~ and

a processor operable to control a game upon a wager by a player, for causing selection of said target or one of the non-targets, counting the number of times one of the non-targets within one of the proximities ~~said predetermined proximity~~ from said target is selected, causing the speaker to generate said first sound effect when one of the non-targets within one of the proximities ~~said predetermined proximity~~ from said target is selected, and upon reaching said predetermined number, causing the speaker to generate said second different sound effect when one of the non-targets within one of the proximities ~~said predetermined proximity~~ from said target is selected.
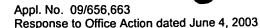
Claim 160 (previously presented): The gaming device of Claim 159, wherein the target or one of the non-targets is processor selected.

Claim 161 (previously presented): The gaming device of Claim 159, wherein the target or one of the non-targets is player selected.

Claims 162 – 166 (canceled).

Claim 167 (currently amended): A gaming device comprising:

a pitfall;

a plurality of non-pitfalls including at least two non-pitfalls which are have a plurality of different proximities each a same predetermined proximity from said pitfall;

a display device adapted to display said pitfall and non-pitfalls;

at least one speaker;

a plurality of different sound effects a sound effect associated with said different proximities; predetermined proximity; and

a processor operable to control a game upon a wager by a player, for causing selection of said pitfall or one of the non-pitfalls, and causing said speaker to generate generate:

(a) one of the sound effects said sound effect when one of the non-pitfalls within one of the proximities said predetermined proximity from said pitfall is selected; and selected.

(b) a different one of the sound effects when one of the non-pitfalls within a different one of the proximities from said pitfall is selected.

Claim 168 (currently amended): The gaming device of Claim 167, wherein the non-pitfalls which are within said different proximities predetermined proximity from said pitfall are spatially related to said pitfall.

Claim 169 (currently amended): The gaming device of Claim 167, wherein the non-pitfalls which are within said different proximities predetermined proximity from said pitfall are numerically related to said pitfall.

Claim 170 (currently amended): The gaming device of Claim 167, wherein at least one non-pitfall within one of the proximities said predetermined proximity from said pitfall is located numerically above said pitfall, and at least one non-pitfall within a different proximity said predetermined proximity from said pitfall is located numerically below said pitfall.

Claim 171 (currently amended): The gaming device of Claim 167, wherein <u>one of</u> said sound <u>effects</u> effect includes a message describing the location of said pitfall relative to the selected non-pitfall.

Claim 172 (previously presented): The gaming device of Claim 167, wherein the plurality of non-pitfalls includes at least one non-pitfall which does not have an associated sound effect.

Claim 173 (previously presented): The gaming device of Claim 167, wherein said processor terminates selection of said pitfall or one of the non-pitfalls after said pitfall is selected.
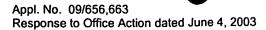
Claim 174 (currently amended): The gaming device of Claim 173, wherein said processor causes the speaker to generate a second different sound effect <u>associated with the pitfall</u> when said pitfall is selected.

Claim 175 (previously presented): The gaming device of Claim 167, wherein the pitfall or one of the non-pitfalls is processor selected.

Claim 176 (previously presented): The gaming device of Claim 167, wherein the pitfall or one of the non-pitfalls is player selected.

Claim 177 (currently amended): A gaming device comprising:

a game operable upon a wager by a player;

a pitfall;

a plurality of non-pitfalls including at least two non-pitfalls which are located a plurality of different distances ~~each within a same predefined distance~~ from said pitfall;

a display device adapted to display said pitfall and non-pitfalls;

means for selecting said pitfall and non-pitfalls;

a plurality of different sound effects ~~at least one sound effect~~ associated with said different distances; ~~predefined distance; and~~

means for generating a first one of the sound effects ~~effect~~ during said game when the selecting means selects one of the non-pitfalls which is located at one of the distances ~~is within said predefined distance~~ from said pitfall; and ~~pitfall.~~

means for generating a second one of the sound effects during said game when the selecting means selects another one of the non-pitfalls which is located at another one of the distances from said pitfall.

Claim 178 (currently amended): The gaming device of Claim 177, wherein at least one of said sound effects ~~effect~~ includes a message describing the location of said pitfall.

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Claim 179 (previously presented): A gaming device comprising:

a pitfall;

a plurality of non-pitfalls including at least two non-pitfalls which are each a same first predetermined proximity from said pitfall and including at least two non-pitfalls which are each a same second predetermined proximity from said pitfall;

a display device adapted to display said pitfall and non-pitfalls;

at least one speaker;

a first sound effect associated with said first predetermined proximity;

a second sound effect, which is different from the first sound effect, associated with said second predetermined proximity; and

a processor operable to control a game upon a wager by a player, for causing selection of said pitfall or one of the non-pitfalls, and causing the speaker to generate said first sound effect when one of the non-pitfalls within said first predetermined proximity from said pitfall is selected, and to generate said second different sound effect when one of the non-pitfalls within said second predetermined proximity from said pitfall is selected.

Claim 180 (previously presented): The gaming device of Claim 179, wherein the pitfall or one of the non-pitfalls is processor selected.

Claim 181 (previously presented): The gaming device of Claim 179, wherein the pitfall or one of the non-pitfalls is player selected.

Claim 182 (currently amended): A gaming device comprising:

a pitfall;

a plurality of non-pitfalls having a plurality of different proximities to the pitfall;

a display device adapted to display said pitfall and non-pitfalls;
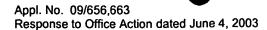
at least one speaker;

a plurality of different sound effects associated with the different proximities from the non-pitfalls to the pitfall; and

a processor operable to control a game upon a wager by a player, for causing selection of said pitfall or one of said non-pitfalls, causing the speaker to generate a first sound effect associated with one of the proximities and randomly chosen from said sound effects when one of said non-pitfalls is selected, and causing the speaker to generate a different sound effect associated with another one of the proximities and randomly chosen from said sound effects each time one of said non-pitfalls is selected.

Claim 183 (previously presented): The gaming device of Claim 182, wherein the pitfall or one of the non-pitfalls is processor selected.

Claim 184 (previously presented): The gaming device of Claim 182, wherein the pitfall or one of the non-pitfalls is player selected.

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Claim 185 (currently amended): A gaming device comprising;

a pitfall;

a plurality of non-pitfalls having a plurality of different proximities to the pitfall;

a display device adapted to display said pitfall and non-pitfalls;

at least one speaker;

a plurality of different sound effects associated with the different proximities from the non-pitfalls to the pitfall; and

a processor operable to control a game upon a wager by a player, for causing selection of said pitfall or one of the non-pitfalls, causing the speaker to generate a first sound effect associated with one of the proximities and chosen from said sound effects when one of said non-pitfalls is selected, and causing the speaker to generate a second different sound effect associated with another one of the proximities and chosen from said sound effects when another one of the non-pitfalls the same non-pitfall is selected.

Claim 186 (previously presented): The gaming device of Claim 185, wherein the pitfall or one of the non-pitfalls is processor selected.

Claim 187 (previously presented): The gaming device of Claim 185, wherein the pitfall or one of the non-pitfalls is player selected.

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Claim 188 (currently amended): A gaming device comprising:

a pitfall;

a plurality of non-pitfalls having a plurality of different proximities to the pitfall;

a display device adapted to display said pitfall and non-pitfalls;

at least one speaker;

a sound effect a plurality of different sound effects associated with the different proximities of the non-pitfalls to the pitfall;

a predetermined number of times associated with each of the non-pitfalls; and

a processor operable to control a game upon a wager by a player, for causing selection of said pitfall or one of the non-pitfalls, counting the number of times one of the non-pitfalls is selected, and upon reaching said predetermined number, causing the speaker to generate: generate said sound effect when one of the non-pitfalls is selected.

(a) one of the sound effects associated with one of the proximities when one of the non-pitfalls is selected; and

(b) a different one of the sound effects associated with a different one of the proximities when a different one of the non-pitfalls is selected.

Claim 189 (previously presented): The gaming device of Claim 188, wherein the pitfall or one of the non-pitfalls is processor selected.

Claim 190 (previously presented): The gaming device of Claim 188, wherein the pitfall or one of the non-pitfalls is player selected.

Claim 191 (currently amended): A gaming device comprising:

a pitfall;

a plurality of non-pitfalls including at least two non-pitfalls which ~~are~~ have a plurality of different proximities ~~each a same predetermined proximity~~ from said pitfall;

a display device adapted to display said pitfall and non-pitfalls;

at least one speaker;

a plurality of different sound effects ~~a sound effect~~ associated with said different proximities; ~~predetermined proximity;~~

a predetermined number of times associated with each of the different proximities; ~~said predetermined proximity from said pitfall;~~ and

a processor operable to control a game upon a wager by a player, for causing selection of said pitfall or one of the non-pitfalls, counting the number of times one of the non-pitfalls within one of the proximities ~~said predetermined proximity~~ from said pitfall is selected, and upon reaching said predetermined number, causing the speaker to ~~generate~~ generate:

(a) one of said sound effects ~~effect~~ when said processor selects one of the non-pitfalls within one of the proximities ~~said predetermined proximity~~ from said pitfall; and ~~pitfall.~~

(b) another one of the sound effects when said processor selects another one of the non-pitfalls within another one of the proximities from said pitfall.

Claim 192 (previously presented): The gaming device of Claim 191, wherein the pitfall or one of the non-pitfalls is processor selected.

Claim 193 (previously presented): The gaming device of Claim 191, wherein the pitfall or one of the non-pitfalls is player selected.

Claim 194 (currently amended): A gaming device comprising:

a pitfall;

a plurality of non-pitfalls including at least two non-pitfalls which ~~are~~ have a plurality of different proximities ~~each a same predetermined proximity~~ from said pitfall;

a display device adapted to display said pitfall and non-pitfalls;

at least one speaker;

a first sound effect associated with <u>one of the different proximities;</u> ~~said predetermined proximity;~~

a second sound effect, which is different from the first sound effect, associated with <u>another one of the different proximities;</u> ~~said predetermined proximity;~~

a predetermined number of times associated with <u>each of the different proximities</u> ~~said predetermined proximity~~ from said pitfall; and

a processor operable to control a game upon a wager by a player, for causing selection of said pitfall or one of the non-pitfalls, counting the number of times one of the non-pitfalls within <u>one of the proximities</u> ~~said predetermined proximity~~ from said pitfall is selected, causing the speaker to generate said first sound effect when one of the non-pitfalls within <u>one of the proximities</u> ~~said predetermined proximity~~ from said pitfall is selected, and upon reaching said predetermined number, causing the speaker to generate said second different sound effect when one of the non-pitfalls within <u>another one of the proximities</u> ~~said predetermined proximity~~ from said pitfall is selected.

Claim 195 (previously presented): The gaming device of Claim 194, wherein the pitfall or one of the non-pitfalls is processor selected.

Claim 196 (previously presented): The gaming device of Claim 194, wherein the pitfall or one of the non-pitfalls is player selected.

Claim 197 (currently amended): A method of operating a gaming device comprising the steps of:

(a)   operating a game upon a wager by a player;

(b)   displaying a target;

(c)   displaying a plurality of non-targets including at least two non-targets which ~~are~~ have a plurality of different proximities ~~each a same predetermined proximity~~ from said target;

(d)   selecting either said target or one of the non-targets a plurality of times; and

(e)   providing a plurality of different sound effects associated with the different proximities;

~~(e)~~ (f) generating a first one of the sound effects ~~effect~~ associated with one of the proximities ~~said predetermined proximity~~ when one of said non-targets selected is within said ~~predetermined proximity~~ proximity; and

(g)   generating a second one of the sound effects associated with another one of the proximities when one of said non-targets selected is within said other proximity.

Claim 198 (currently amended): The method of Claim 197, wherein one of the ~~said~~ sound effects ~~effect~~ includes a message describing the location of said target relative to the selected non-target.

Claim 199 (previously presented): The method of Claim 197, wherein said plurality of non-targets includes at least one non-target which does not have an associated sound effect.

Claim 200 (previously presented): The method of Claim 197, which further includes providing an award to a player when said target is selected.

Claim 201 (currently amended): The method of Claim 197, which further includes generating a ~~second different~~ sound effect associated with the target when said target is selected.

Claim 202 (currently amended): A method of operating a gaming device comprising the steps of:

operating a game upon a wager by a player;

displaying a target;

displaying a plurality of non-targets including at least two non-targets which are located a plurality of different distances ~~each within a same predefined distance~~ from said target;

selecting a plurality ~~either said target or one~~ of the non-targets; ~~and~~

generating a first sound effect associated with one of the distances ~~said predefined distance~~ when one of said non-targets selected is located at said distance; and ~~within said predefined distance.~~

generating a second sound effect, different from the first sound effect, associated with another one of the distances when a different one of the non-targets selected is located at said other distance.

Claim 203 (previously presented): A method of operating a gaming device comprising the steps of:

operating a game upon a wager by the player;

displaying a target;

displaying a plurality of non-targets including at least two non-targets which are each a same first predetermined proximity from said target and including at least two non-targets which are each a same second predetermined proximity from said target;

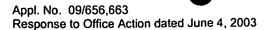selecting either said target or one of the non-targets;

generating a first sound effect associated with said first predetermined proximity when one of the non-targets selected is within said first predetermined proximity; and

generating a second different sound effect associated with said second predetermined proximity when one of the non-targets selected is within said second predetermined proximity.

Claims 204 – 206 (canceled).

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Claim 207   (currently amended):   A method of operating a gaming device comprising the steps of:

operating a game upon a wager by a player;

displaying a target;

displaying a plurality of non-targets including at least two non-targets which ~~are~~ have a plurality of different proximities ~~each a same predetermined proximity~~ from said target;

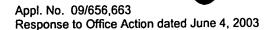selecting either said target or one of the non-targets a plurality of times;

for each of the non-targets, counting the number of times ~~one of the~~ said non-target ~~non-targets~~ is selected from within one of said proximities ~~predetermined proximity~~ from said target;

for each of the non-targets, reaching a predetermined number of times said non-target ~~one of the non-targets~~ is selected from within one of said proximities ~~predetermined proximity~~ from said target; ~~and~~

generating a sound effect when one of the non-targets is selected from within one of said proximities ~~said predetermined proximity~~ from said target after one of the predetermined number of times is reached; and ~~reached.~~

generating a different sound effect when a different one of the non-targets is selected from within a different one of said proximities from said target after another one of the predetermined number of times is reached.

Claim 208 (currently amended): A method of operating a gaming device comprising the steps of:

operating a game upon a wager by a player;

displaying a target;

displaying a plurality of non-targets including at least two non-targets which are a plurality of different proximities each a same predetermined proximity from said target;

selecting either said target or one of the non-targets a plurality of times;

generating a first sound effect when one of the non-targets is selected from within one of said proximities; said predetermined proximity;

counting the number of times said non-target one of the non-targets is selected from within said predetermined proximity from said target;

reaching a predetermined number of times said non-target one of the non-targets is selected from within said predetermined proximity from said target; and

generating a second different sound effect when said non-target one of the non-targets is selected from within said predetermined proximity from said target after the predetermined number of times is reached; and reached.

generating a third different sound effect when a different one of the non-targets is selected from within another one of the proximities.

Claim 209 (canceled).

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Claim 210   (currently amended):   A method of operating a gaming device comprising the steps of:

operating a game upon a wager by a player;

displaying a pitfall;

displaying a plurality of non-pitfalls including at least two non-pitfalls which ~~are~~ have a plurality of different proximities ~~each a same predetermined proximity~~ from said pitfall;

selecting either said pitfall or one of the non-pitfalls; ~~and~~

generating a sound effect associated with <u>one of said proximities</u> ~~said predetermined proximity~~ when one of said non-pitfalls selected is within said <u>proximity;</u> <u>and</u> ~~predetermined proximity.~~

<u>generating a different sound effect associated with another one of said proximities when a different one of said non-pitfalls selected is within said other proximity.</u>

Claim 211 (currently amended):   The method of Claim 210, wherein <u>one of</u> said sound <u>effects</u> ~~effect~~ includes a message describing <u>a</u> ~~the~~ location of said pitfall.

Claim 212   (previously presented):   The method of Claim 210, wherein said plurality of non-pitfalls includes at least one non-pitfall which does not have an associated sound effect.

Claim 213   (previously presented):   The method of Claim 210, which further includes terminating the selection of either said pitfall or one of the non-pitfalls when said pitfall is selected.

Claim 214   (currently amended):   The method of Claim 210, which further includes generating a <u>third</u> ~~second~~ different sound effect when said pitfall is selected.

Claim 215 (currently amended): A method of operating a gaming device comprising the steps of:

operating a game upon a wager by a player;

displaying a pitfall;

displaying a plurality of non-pitfalls including at least two non-pitfalls which are located a plurality of different distances ~~each within a same predefined distance~~ from said pitfall;

selecting either said pitfall or one of the non-pitfalls a plurality of times; ~~and~~

generating a sound effect associated with one of the distances ~~said predefined distance~~ when one of said non-pitfalls selected is located at ~~within~~ said distance; and ~~predefined distance.~~

generating a different sound effect associated with another one of the distances when a different one of the non-pitfalls selected is located at said other distance.

Claim 216 (previously presented): A method of operating a gaming device comprising the steps of:

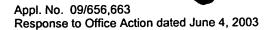operating a game upon a wager by a player;

displaying a pitfall;

displaying a plurality of non-pitfalls including at least two non-pitfalls which are each a same first predetermined proximity from said pitfall and including at least two non-pitfalls which are each a same second predetermined proximity from said pitfall;

selecting either said pitfall or one of the non-pitfalls;

generating a first sound effect associated with said first predetermined proximity when one of the non-pitfalls selected is within said first predetermined proximity; and

generating a second different sound effect associated with said second predetermined proximity when one of the non-pitfalls selected is within said second predetermined proximity.

Claims 217 – 219 (canceled).

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Claim 220   (currently amended):   A method of operating a gaming device comprising the steps of:

operating a game upon a wager by a player;

displaying a pitfall;

displaying a plurality of non-pitfalls including at least two non-pitfalls which ~~are~~ have a plurality of different proximities ~~each a same predetermined proximity~~ from said pitfall;

selecting either said pitfall or one of the non-pitfalls a plurality of times;

counting the number of times a plurality ~~one~~ of the non-pitfalls are ~~is~~ selected from within the proximities ~~said predetermined proximity~~ from said pitfall;

reaching a predetermined number of times ~~one of~~ the non-pitfalls are ~~is~~ selected from within the proximities ~~said predetermined proximity~~ from said pitfall; ~~and~~

generating a sound effect when one of the non-pitfalls is selected from within one of the proximities ~~said predetermined proximity~~ from said pitfall after the predetermined number of times is reached; and ~~reached.~~

generating a different sound effect when a different one of the non-pitfalls is selected from within another one of the proximities from said pitfall after the predetermined number of times is reached.

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Claim 221 (currently amended):   A method of operating a gaming device comprising the steps of:

operating a game upon a wager by a player;

displaying a pitfall;

displaying a plurality of non-pitfalls including at least two non-pitfalls which ~~are~~ have a plurality of different proximities ~~each a same predetermined proximity~~ from said pitfall;

selecting either said pitfall or one of the non-pitfalls a plurality of times;

generating a first sound effect when one of the non-pitfalls is selected from within one of the proximities; ~~said predetermined proximity;~~

generating a second sound effect, different from the first sound effect, when a different one of the non-pitfalls is selected from within another one of the proximities;

~~(f)~~counting the number of times one of the non-pitfalls is selected from within one of the proximities ~~said predetermined proximity~~ from said pitfall;

~~(g)~~reaching a predetermined number of times one of the non-pitfalls is selected from within one of the proximities ~~said predetermined proximity~~ from said pitfall; and

~~(h)~~generating a third ~~second~~ different sound effect when one of the non-pitfalls is selected from within one of the proximities ~~said predetermined proximity~~ from said pitfall after the predetermined number of times is reached.

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